



MICHAEL ANDERSON

Lead 3D Animator

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SUMMARY

Distinguished 3D Animator with over a decade of experience in the animation industry, specializing in character animation and visual effects. Adept at leveraging cutting-edge software such as Maya and Blender to create compelling animations that enhance storytelling. Proven ability to collaborate with cross-functional teams, including directors and graphic designers, to deliver high-quality content under tight deadlines.

WORK EXPERIENCE

Lead 3D Animator Creative Animation Studios

Jan 2023 - Present

- Directed a team of animators to produce high-quality character animations for feature films.
- Utilized Autodesk Maya and Adobe After Effects to create visually stunning animations.
- Collaborated closely with the art department to ensure alignment of visual styles.
- Implemented performance capture technology to enhance animation realism.
- Conducted workshops to mentor junior animators in advanced animation techniques.
- Streamlined animation production processes, resulting in a 20% reduction in project timelines.

3D Animator Innovative Game Studios

Jan 2020 - Dec 2022

- Created dynamic animations for characters and environments in various game titles.
- Developed animation rigs for complex character movements and interactions.
- Collaborated with game designers to ensure animations aligned with gameplay mechanics.
- Conducted playtesting sessions to gather feedback and refine animations.
- Participated in brainstorming sessions to conceptualize animation styles and sequences.
- Maintained up-to-date knowledge of industry trends and animation software advancements.

EDUCATION

Bachelor of Fine Arts in Animation, University of Arts, 2012

Sep 2019 - Oct 2020

ADDITIONAL INFORMATION

- **Technical Skills:** 3D animation, character design, visual storytelling, project management, teamwork, software proficiency
- **Awards/Activities:** Awarded Best Animation at the Global Animation Festival 2021.
- **Awards/Activities:** Successfully animated a character that became a fan favorite, increasing game sales by 15%.
- **Awards/Activities:** Implemented new animation techniques that improved production efficiency by 30%.
- **Languages:** English, Spanish, French